(54) Title: METHOD AND SYSTEM FOR MULTIPLE 3-D GRAPHIC PIPELINE OVER A PC BUS
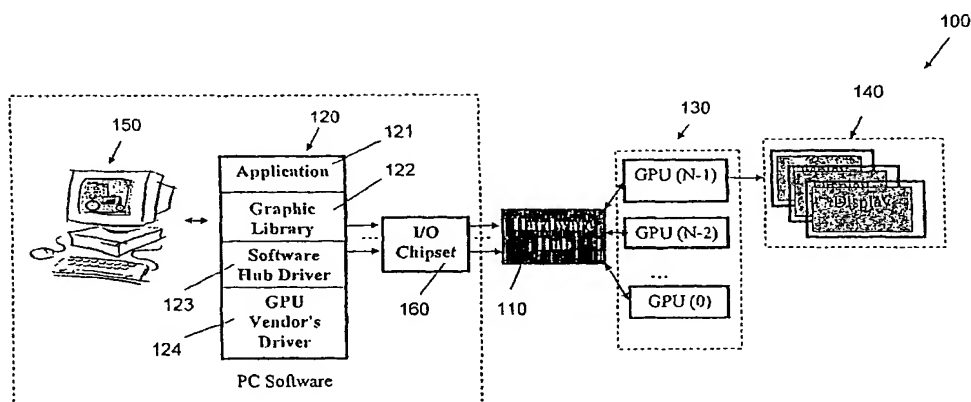
(57) Abstract: Method and system for improving the parallelization of image processing, using one or more parallelization modes, wherein the4 image that is displayed on at least one computer screen by one or more Graphics Processing Units (GPUs) (130). Software applications (121) are provided for issuing graphics command and graphics libraries (122) are provided for storing data used to implement the graphics commands. A Software Hub Drivers (123) is provided for controlling a Hardware Hub (110), for performing real-time analysis of a data stream, from which frames of the image are generated, for determining the parallelization mode of each GPU, and for forwarding the data stream or a portion thereof to each GPU. GPU Drivers (124) are provided for allowing the GPUs to interact with the graphics libraries and an I/O module (160) is provided for interconnecting between the Software module and the Hardware Hub.

— *before the expiration of the time limit for amending the claims and to be republished in the event of receipt of amendments*

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For two-letter codes and other abbreviations, refer to the "Guidance Notes on Codes and Abbreviations" appearing at the beginning of each regular issue of the PCT Gazette.